

## DAY IN THE LIFE OF A 14YR OLD STUDENT IN DISTRICT 11 ~ SCOTT GREGSON

Day-in-the-life narratives, are used to bring together and test change processes, education scenarios, and stakeholder interactions.

Education scenarios and day-in-the-life narratives, used together, are powerful tools for checking that the vision and direction of the District/school will deliver a final structure that is consistent with the needs of learners and the educational goals of the community.

### GOAL

...to raise awareness of and spur thinking about what a day in the life of a student in D11 might look like related to personalized learning.

## OVERVIEW

Scott and his teammates are working on a project with the Cheyenne Mt. Zoo to help create a new aquarium.

They are collaborating with the Boston Aquarium, Toronto Zoo, and The Deep (Hull UK).

They have set a number of project objectives that include:

- Design a new aquarium that will appeal to a broad age range of visitors and become a focal point for the zoo.
- Develop materials and displays that will engage children and adults at appropriate levels.
- Gather, assess and consider opinions of current zoo visitors on design, exact location and need.
- Ensure access for all.
- Shortlist possible species taking into account environmental requirements, predation, feeding habits, habitat, care needed, visitor appeal and cost.
- Build a dynamic cost model that includes potential revenue generation and exhibits sustainability.
- Develop an advertising strategy that will include all media.
- Explore and recommend potential technologies that could enhance the exhibit.
- Acquire 15% of required funding through a variety of sponsorship models.
- Publish a full, differentiated record of work to share with a variety of audiences.



## EARLY MORNING

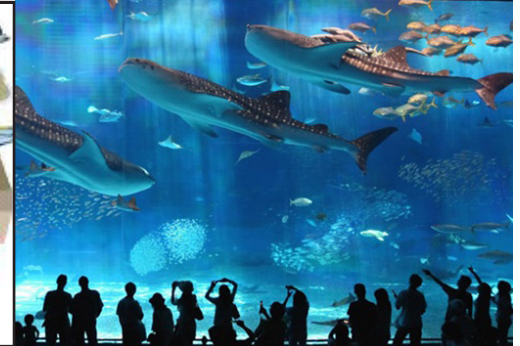
Scott is up early. He accesses his calendar and puts in his lunch order, at the same time he books a working space as he will be running an external guest session and the only time his guest (Dr. Wilborn) is available is around lunchtime. Scott has flexibility over his work time but as

his favorite novel, *The Hunger Games*. He has an iPad version of it but much prefers a paper book when he is reading for pleasure.

## MORNING

Scott gets dressed and heads out to meet his teammates and teacher at the zoo. The student

The Team leaves and heads to a local coffee shop with their teacher to summarize the meeting, through collaborative cloud based documents they are able to input their thoughts as they are discussed and plan out their next steps. After much debate the team cannot agree upon suitable formats for the proposal so they decide to continue the



he is collaborating with a larger group and a guest he decided a working lunch would be the most effective. Scott had considered a live video chat with Dr. Wilborn but having worked with him for the past month he knew that this was not the best means of communication for him, plus, he thought that he might as well take advantage of him being local.

After booking lunch and space, Scott emails Dr. Wilborn a meeting request and a link to the appropriate Google Street View to ensure he gets the correct building as he knows from experience that his building can be hard to find. Finally Scott sends Dr. Wilborn an electronic pass to his building in the form of a secure QR code, this will enable him to register on entry and gain access to their meeting room. Having finished organizing his meeting, Scott has breakfast and reads what is rapidly becoming

team is meeting with zoo personnel for a planning meeting. The director (Ben Fiddens) has asked the group to walk his team through their ideas for making the displays surrounding the aquarium interactive. The group have put together a short animation showing their ideas for interactive aquarium displays and coupled this with video footage of a horseshoe crab environment at the Boston Aquarium that allow visitors to handle the crabs in the presence of their keeper.

After seeing the group's work Ben asks Scott and the team to expand on the ideas in the animations and develop them into a proposal, the format of which is open but it must take into account the needs of the zoo's board and the fact that some of them are not comfortable using technology.

discussion by Skype later that afternoon. As the team's lunchtime meeting is getting close, they jump in the minibus and head back to school, just in time to see Dr. Wilborn walking into the wrong building! Their teacher has a different meeting and tells them that she will be back after lunch.

## LUNCH

Scott and Robert (his friend from the team) head to the lunch room to pick up the sandwiches for the meeting; this includes Dr. Wilborn's vegan meal that he was able to order through an online menu Scott had sent him.

The team meets with Dr. Wilborn (who has now found the correct building) in a 'flex room' the school has a number of these rooms (about 50% of the school is designed in this way). The flex room contains a standard technology kit that includes interac-



tive display both wall and table mounted and high quality sound. Each flex room has furniture that can be arranged in different ways to create more effective working environments. The furniture differs room to room so they are booked based on a group's needs.

This is easier than it sounds due to the fact that booking is online and the system will suggest a room based on your requirements i.e. number of people and type of activity.

Dr. Wilborn is an expert in marine wildlife and the team has asked him to come in and help them develop a shortlist of possible species for the aquarium. They had originally tried to do this meeting by video conference but had decided that face to face was a more effective solution. The team briefs Dr. Wilborn on their progress so far which in-

## AFTERNOON

Scott heads to the auditorium for a large group, live video presentation from an author based in New York. As Scott walks into the auditorium he is automatically logged in, the purpose of the auto login is to provide Scott with differentiated activities developed around the author's presentation and also give him access to the "back channel". After the presentation, Scott heads to his literacy class. Although literacy is not his strong point, he really enjoys the lessons because they are highly personalized both in terms of delivery and environment.

Today he is working with two other students to produce "marketing copy" for his aquarium project. After completing this work Scott revisits the video from the author's presentation and then chooses one of five menu options for applying his learning.

## AFTER SCHOOL

When his literacy session is over Scott heads to the gym for a workout that is guided by his personalized workout plan accessed via his phone. After his workout he heads home.

Before dinner Scott Skypes the members of the aquarium team as arranged to finalize the format for the zoo board proposal. They eventually agree on an electronic format using ISSUU because it has the look and feel of a book or magazine with the advantages of electronic storage and delivery. They also decide to print out copies for those uncomfortable with the technology.

After dinner with his family Scott logs into his personalized Math simulation from 10pm to 10:30pm. He spends 15 minutes watching the Math direct instruction video from his teacher. This



cludes showing him mock-ups of three different aquarium designs on the display table. After much discussion the team settles on a shortlist that they will share with Ben before their next visit. Knowing that Ben likes to be aware of how decisions were reached, the team have videoed the discussion session and will send him a link to it.

Some students in the room choose to work together around tables while others are sitting on the floor working individually. The teacher is available to answer questions, guide and motivate. There is no designated teacher space in the room.

is guided by tomorrow's schedule which includes his math assistance class.

Finally Scott checks his calendar that shows his schedule for tomorrow. This includes a creativity session, team project collaboration, and .....?